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1 Using the co-existence approach to achieve combined   80%
functionality of object-oriented and relational systems
   R. Ananthanarayanan , V. Gottemukkala , W. Kaefer , T. J. Lehman ,
   H. Pirahesh
   ACM SIGMOD Record , Proceedings of the 1993 ACM SIGMOD
   international conference on Management of data June 1993
   Volume 22 Issue 2
      Once considered a novelty, object oriented systems have now
      entered the mainstream. Their impressive performance and rich
      type systems have created a demand for object oriented features in
      other areas, such as relational database systems. We believe the
      current efforts to combine object oriented and relational features
      into a single hybrid system will fall short of the mark, whereas our
      approach, the co-existence approach, has the distinction of
      requiring far less work, but ...

2 APL2OS: design considerations for a nested array file system   77%
   David M. Weintraub
   ACM SIGAPL APL Quote Quad , Conference proceedings on APL 90: for
   the future May 1990
   Volume 20 Issue 4
      APL2OS is an External Function for the APL2 system, designed to
      enable APL2 applications to access operating system files (and
      information about these files) in a straightforward and efficient
      way, using the power of APL2 syntax to maximum advantage. The
      design goals and approaches for APL2OS are discussed, in the

context of a summary of its features.

3 Model-driven development of Web applications: the AutoWeb   **77%**
system
   Piero Fraternali , Paolo Paolini
   ACM Transactions on Information Systems (TOIS) October 2000
   Volume 18 Issue 4
      This paper describes a methodology for the development of WWW
      applications and a tool environment specifically tailored for the
      methodology. The methodology and the development environment
      are based upon models and techniques already used in the
      hypermedia, information systems, and software engineering fields,
      adapted and blended in an original mix. The foundation of the
      proposal is the conceptual design of WWW applications, using
      HDM-lite, a notation for the specification of structure, nav ...

4 VEX: a volume exploratorium: an integrated toolkit for interactive 77%
volume visualization
   Larry Gelberg , David Kamins , Jeff Vroom
   Proceedings of the 1989 Chapel Hill workshop on Volume visualization
   May 1989

5 Object orientation in multidatabase systems   77%
Evaggelia Pitoura , Omran Bukhres , Ahmed Elmagarmid
   ACM Computing Surveys (CSUR) June 1995
   Volume 27 Issue 2
      A multidatabase system (MDBS) is a confederation of preexisting
      distributed, heterogeneous, and autonomous database systems.
      There has been a recent proliferation of research suggesting the
      application of object-oriented techniques to facilitate the complex
      task of designing and implementing MDBSs. Although this approach
      seems promising, the lack of a general framework impedes any
      further development. The goal of this paper is to provide a concrete
      analysis and categorization of the various ...

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1   Volume rendering: VIZARD II: a reconfigurable interactive   **80%**
volume rendering system
M. Meißner , U. Kanus , G. Wetekam , J. Hirche , A. Ehlert , W.
Straßer , M. Doggett , P. Forthmann , R. Proksa
Proceedings of the conference on Graphics hardware 2002 September
2002
> This paper presents a reconfigurable, hardware accelerated,
> volume rendering system for high quality perspective ray casting.
> The volume rendering accelerator performs ray casting by
> calculating the path of the ray through the volume using a
> programmable Xilinx Virtex FPGA which provides fast design
> changes and low cost development. Volume datasets are stored on
> the card in low profile DIMMs with standard connectors allowing
> both, large datasets up to 1 GByte with 32 bit per voxel, and easy
> upgr ...

2   Scalable high-speed prefix matching   **80%**
Marcel Waldvogel , George Varghese , Jon Turner , Bernhard Plattner
ACM Transactions on Computer Systems (TOCS) November 2001
Volume 19 Issue 4
> Finding the longest matching prefix from a database of keywords
> is an old problem with a number of applications, ranging from
> dictionary searches to advanced memory management to
> computational geometry. But perhaps today's most frequent best

matching prefix lookups occur in the Internet, when forwarding packets from router to router. Internet traffic volume and link speeds are rapidly increasing; at the same time, a growing user population is increasing the size of routing tables against which p ...

3 High-speed policy-based packet forwarding using efficient   80%
multi-dimensional range matching
T. V. Lakshman , D. Stiliadis
ACM SIGCOMM Computer Communication Review , Proceedings of the ACM SIGCOMM '98 conference on Applications, technologies, architectures, and protocols for computer communication October 1998
Volume 28 Issue 4
> The ability to provide differentiated services to users with widely varying requirements is becoming increasingly important, and Internet Service Providers would like to provide these differentiated services using the same shared network infrastructure. The key mechanism, that enables differentiation in a connectionless network, is the packet classification function that parses the headers of the packets, and after determining their context, classifies them based on administrative policies or re ...

4 Interconnect design for deep submicron ICs   80%
Jason Cong , Zhigang Pan , Lei He , Cheng-Kok Koh , Kei-Yong Khoo
Proceedings of the 1997 IEEE/ACM international conference on Computer-aided design November 1997

5 Partial-sum queries in OLAP data cubes using covering codes   80%
Ching-Tien Ho , Jehoshua Bruck , Rakesh Agrawal
Proceedings of the sixteenth ACM SIGACT-SIGMOD-SIGART symposium on Principles of database systems May 1997

6 Session 12: Novel modeling techniques for RTL power estimation 77%
Michael Eiermann , Walter Stechele
Proceedings of the 2002 international symposium on Low power electronics and design August 2002
> In this work, we propose efficient macromodeling techniques for RTL power estimation, based only on word and bit level switching information of the module inputs. We present practicable combinactions of these two properties for the construction of power macro-models. It is demonstrated, that our developed models reduce the estimation error compared to the Hamming-distance model at least by 64%. The total average errors (compared to PowerMill) achieved over a wide range of test

modules and input ...

7 Curves and Surfaces: Hierarchical extraction of iso-surfaces with   77%
semi-regular meshes
Kai Hormann , Ulf Labsik , Martin Meister , Gunther Greiner
Proceedings of the seventh ACM symposium on Solid modeling and
applications June 2002
> In this paper we present a novel approach to iso-surface extraction
> which is based on a multiresolution volume data representation
> and hierarchically approximates the iso-surface with a
> semi-regular mesh. After having generated a hierarchy of
> volumes, we extract the iso-surface from the coarsest resolution
> with a standard Marching Cubes algorithm, apply a simple mesh
> decimation strategy to improve the shape of the triangles, and use
> the result as a base mesh. Then we iteratively fit the mesh to ...

8 A compiler approach to fast hardware design space exploration in 77%
FPGA-based systems
Byoungro So , Mary W. Hall , Pedro C. Diniz
ACM SIGPLAN Notices , Proceeding of the ACM SIGPLAN 2002
Conference on Programming language design and implementation
May 2002
Volume 37 Issue 5
> The current practice of mapping computations to custom hardware
> implementations requires programmers to assume the role of
> hardware designers. In tuning the performance of their hardware
> implementation, designers manually apply loop transformations
> such as loop unrolling. designers manually apply loop
> transformations. For example, loop unrolling is used to expose
> instruction-level parallelism at the expense of more hardware
> resources for concurrent operator evaluation. Because unrolling
> also inc ...

9 Hatching and shading: Lumo: illumination for cel animation   77%
Scott F. Johnston
Proceedings of the second international symposium on
Non-photorealistic animation and rendering June 2002
> A method is presented to approximate lighting on 2D drawings.
> The specific problem solved is the incorporation of 2D cel
> animation into live-action scenes, augmenting the existing method
> of drawn "rims and tones" with subtle environmental illumination.
> The image-based tools developed to solve the problem have both
> photorealistic and non-photorealistic applications.

10 A high performance routing engine   77%

T. D. Spiers , D. A. Edwards
24th ACM/IEEE conference proceedings on Design automation
conference October 1987

> A hardware architecture for implementing Lee based routing
> algorithms is described. The design features hardware
> implementations of the main data structures and parallelism
> among a number of specialised processing elements. An engine
> based on this architecture has been constructed which executes a
> sophisticated cost-based algorithm 40 times faster than a VAX
> 11/780.

11 Isosurfacing in higher dimensions   77%

Praveen Bhaniramka , Rephael Wenger , Roger Crawfis
Proceedings of the conference on Visualization '00 October 2000

12 VEX: a volume exploratorium: an integrated toolkit for   77%
interactive volume visualization

Larry Gelberg , David Kamins , Jeff Vroom
Proceedings of the 1989 Chapel Hill workshop on Volume visualization
May 1989

13 Exact and approximation algorithms for clustering   77%

Pankaj K. Agarwal , Cecilia M. Procopiuc
Proceedings of the ninth annual ACM-SIAM symposium on Discrete
algorithms January 1998

14 A methodology for power efficient partitioning of data-dominated 77%
algorithm specifications within performance constraints

K. Masselos , K. Danckaert , F. Catthoor , C. E. Goutis , H. DeMan
Proceedings 1999 international symposium on Low power electronics
and design August 1999

15 Content-based retrieval using heuristic search   77%

Dimitris Papadias , Marios Mantzourogiannis , Panos Kalnis , Nikos
Mamoulis , Ishfaq Ahmad
Proceedings of the 22nd annual international ACM SIGIR conference
on Research and development in information retrieval August 1999

16 A glimpse of expert programmers' mental imagery   77%

Marian Petre , Alan F. Blackwell
Papers presented at the seventh workshop on Empirical studies of
programmers October 1997

17 A 3-D contextual shading method for visualization of diecasting   77%
defects
Shao-Chiung Lu , A. B. Rebello , D. H. Cui , R. Yagel , R. A. Miller , G.
L. Kinzel
Proceedings of the conference on Visualization '96 October 1996

18 Volume tracking   77%
Deborah Silver , X. Wang
Proceedings of the conference on Visualization '96 October 1996

19 Direct volume rendering with shading via three-dimensional   77%
textures
Allen Van Gelder , Kwansik Kim
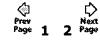Proceedings of the 1996 symposium on Volume visualization October
1996

20 Teaching Ada by the book (panel): the pedagogy of Ada in CS1   77%
John W. McCormick
Proceedings of the conference on TRI-Ada '93 October 1993

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21 Adaptive precision in texture mapping   77%
Andrew Glassner
ACM SIGGRAPH Computer Graphics , Proceedings of the 13th annual
conference on Computer graphics and interactive techniques August
1986
Volume 20 Issue 4

22 Applications of the fusion tree method to computational   77%
geometry and searching
Dan E. Willard
Proceedings of the third annual ACM-SIAM symposium on Discrete
algorithms September 1992

23 Use of genetic algorithms for optimization in digital control of   77%
dynamic systems
Rajeshwar Prasad Srivastava
Proceedings of the 1992 ACM annual conference on Communications
April 1992
This paper presents a method to optimize
proportional-integral-derivative (PID) control parameters, given a
discrete model of the controlled process. This method is based on
Holland's genetic algorithm (GA). It does not require a
mathematical model of the controller to represent its dynamic
behavior. It gives a solution that is not only optimal but also

behavior. It gives a solution that is not only optimal but also meets engineering constraints. Genetic algorithms do a global search without derivatives for points in a multi-dimensional search space. Th ...

24 Three-dimensional medical imaging: algorithms and computer   77%
systems
M. R. Stytz , G. Frieder , O. Frieder
ACM Computing Surveys (CSUR) December 1991
Volume 23 Issue 4

Results 21 - 24 of 24   **short listing**

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1 Supporting heterogeneous data import for data visualization   **82%**
R. Ford , R. Thompson , D. Thompson
Proceedings of the 1995 ACM symposium on Applied computing
February 1995

2 SUGAR: A high-level programming language for geographical   **80%**
analysis and mapping
Mark P. Kriger
The papers of the ACM symposium on Graphic languages April 1976
This paper presents the recently designed interactive computer
language for cartography called SUGAR. It is intended for use by
non-computer specialists, especially geographers, city planners
and landscape architects to make maps by computer. The syntax
given is based on English key words with a grammar easily
understood by specialists with a non-mathematical background.
Different keyword dialects for SUGAR are being designed for
different cartographic applications within the basic syntax. ...

3 A design automation system for electronic switching systems   **80%**
T. Hosaka , K. Ueda , H. Matsuura
Proceedings of the eighteenth design automation conference on
Design automation June 1981
This paper describes the development and operation experience of

NTT's design automation (DA) system for analog/digital switching systems. The DA system is composed of several subsystems, such as logic design, physical design, documentation and manufacturing data conversion programs, organized around the centralized data base management system. By using this system, hardware standardization and products compatibility among different manufacturers have been achieved. Th ...

4 Tutorial: The relational data model for Design Automation   80%
Mark N. Haynie
Proceedings of the twentieth design automation conference on Design automation June 1983
> The relational data model has gained more acceptance in the commercial database environment in recent years. It is now finding its way into the Design Automation (CAD/CAM) area. This tutorial explains what the relational data model is and how database management systems based on it can be used with Design Automation applications.

5 Representation of contours and regions for efficient computer   80%
search
R. D. Merrill
Communications of the ACM February 1973
Volume 16 Issue 2
> A novel computer-searchable representation for the three basic pictorial features, contour maps, region coverage, and line structures, is described. The representation, which has practical storage requirements, provides a rapid means of searching large files for data associated with geometric position as well as with attribute value. An application of this representation to handling terrain information illustrates its utility. The algebraic properties of the data structure make it computati ...

6 Model-driven development of Web applications: the AutoWeb   80%
system
Piero Fraternali , Paolo Paolini
ACM Transactions on Information Systems (TOIS) October 2000
Volume 18 Issue 4
> This paper describes a methodology for the development of WWW applications and a tool environment specifically tailored for the methodology. The methodology and the development environment are based upon models and techniques already used in the hypermedia, information systems, and software engineering fields, adapted and blended in an original mix. The foundation of the proposal is the conceptual design of WWW applications, using

HDM-lite, a notation for the specification of structure, nav ...

7 An object-based infrastructure for program monitoring and 80%
steering
Greg Eisenhauer , Karsten Schwan
Proceedings of the SIGMETRICS symposium on Parallel and
distributed tools August 1998

8 SmartFiles: an OO approach to data file interoperability 80%
Matthew Haines , Piyush Mehrotra , John Van Rosendale
ACM SIGPLAN Notices , Proceedings of the tenth annual conference
on Object-oriented programming systems, languages, and
applications October 1995
Volume 30 Issue 10

9 Experiments with a gigabit neuroscience application on the CM-2 80%
T. T. Kwan , J. A. Terstriep
Proceedings of the 1993 ACM/IEEE conference on Supercomputing
December 1993

10 Undergraduate research in computer sciences: Real time 77%
computerized expressway traffic control in the Chicago area
R. J. Lewis
Proceedings of the twentieth national conference August 1965
    MANY URBAN and metropolitan areas have surface street
    networks, expressway, and high-speed road systems that are
    adequate for normal operation, but which become congested
    during the peak demands imposed by commuter travel. Since peak
    demand occurs only for short periods of about four hours a day, it
    is not economical to increase road capacity by more road
    construction even if this is possible. A more economical approach
    is to design an automated information and control system that will
    impr ...

11 A “Dogleg” channel router 77%
David N. Deutsch
The proceedings of the thirteenth design automation conference on
Design automation June 1976
    This paper presents an algorithm for interconnecting two sets of
    terminals across an intervening channel. It is assumed that the
    routing is done on two distinct levels with all horizontal paths
    being assigned to one level and all vertical paths to the other.
    Connections between the levels are made through contact
    windows. A single net may result in many horizontal and vertical

segments. Experimental results indicate that this algorithm is very successful in routing channels that contain sev ...

12 Correction and wiring check-system for master-slice LSI   77%
Yasuhiro Ikemoto , Toshiki Sugiyama , Kenichi Igarashi , Hiroshi Kano
The proceedings of the thirteenth design automation conference on Design automation June 1976
A Computer Aided Design (CAD) system for bipolar logic LSI based on master-slice method, has been developed. During every phase of designing LSI, various errors are prone to occur. These errors are mostly detected after having actually manufacturing the LSI. The main purpose of this CAD system is as follows: 1. Error-free design. 2. Lower design cost. 3. Shorter design cycles. This paper mainly describes two systems, one for ...

13 Module design verification system   77%
Lloyd Wilkins
21st Proceedings of the Design Automation Conference on Design automation June 1984
Module Design Verification System (MDVS) was developed to handle the extremely large volume and complexity of multilayered ceramic substrate designs, which makes them highly prone to design errors and data management problems. MDVS consists of a substrate design database with its own part number catalog and the ability to absorb Engineering Design System (EDS) wiring to become a full module database. Under MDVS runs a complement of electrical and physical applications ...

14 SLIC - symbolic layout of integrated circuits   77%
D. Gibson , S. Nance
Papers on Twenty-five years of electronic design automation June 1988

15 A “DOGLEG” channel router   77%
D. N. Deutsch
Papers on Twenty-five years of electronic design automation June 1988

16 Industrial sessions: big data: The SDSS skyserver: public access 77%
to the sloan digital sky server data
Alexander S. Szalay , Jim Gray , Ani R. Thakar , Peter Z. Kunszt , Tanu Malik , Jordan Raddick , Christopher Stoughton , Jan vandenBerg
Proceedings of the ACM SIGMOD international conference on

Management of data June 2002

The SkyServer provides Internet access to the public Sloan Digital Sky Survey (SDSS) data for both astronomers and for science education. This paper describes the SkyServer goals and architecture. It also describes our experience operating the SkyServer on the Internet. The SDSS data is public and well-documented so it makes a good test platform for research on database algorithms and performance.

17 Virtual extension: Java distributed objects for numerical   77%
visualization in VisAD

William Hibbard , Curtis Rueden , Steve Emmerson , Tom Rink , David Glowacki , Tom Whittaker , Don Murray , David Fulker , John Anderson

The scientific world is evolving to require more collaboration among different institutions and disciplines. Understanding long-term changes in the Earth environment, for example, requires models that integrate disciplines such as meteorology, oceanography, hydrology (rivers and groundwater), soil science and geology. During the past 15 years, scientists have started sharing data using FTP and software on the Internet, but collaborative work and more routine data sharing require a new kind of sc ...

18 Programming languages for computer music synthesis,   77%
performance, and composition

Gareth Loy , Curtis Abbott
ACM Computing Surveys (CSUR) June 1985
Volume 17 Issue 2

The development of formal, descriptive, and procedural notations has become a practical concern within the field of music now that computers are being applied to musical tasks. Music combines the real-time demands of performance with the intellectual demands of highly developed symbolic systems that are quite different from natural language. The richness and variety of these demands makes the programming language paradigm a natural one in the musical application of computers. This paradigm ...

19 Kizamu: a system for sculpting digital characters   77%
Ronald N. Perry , Sarah F. Frisken
Proceedings of the 28th annual conference on Computer graphics and interactive techniques August 2001

This paper presents Kizamu, a computer-based sculpting system for creating digital characters for the

entertainment industry. Kizamu incorporates a blend of new algorithms, significant technical advances, and novel user interaction paradigms into a system that is both powerful and unique.

To meet the demands of high-end digital character design, Kizamu addresses three requirements posed to us by a major production studio. First, animators and artists want *digital clay* — a ...

20 Scientific visualization of water quality in the Chesapeake Bay   77%
Robert Stein , Alan M. Shih , M. Pauline Baker , Carl F. Cerco , Mark R. Noel
Proceedings of the conference on Visualization '00 October 2000

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Prev Page **1   2   3** Next Page

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21 Immersive virtual reality for visualizing flow through an artery   77%
Andrew S. Forsberg , David H. Laidlaw , Andries van Dam , Robert M.
Kirby , George E. Karniadakis , Jonathan L. Elion
Proceedings of the conference on Visualization '00 October 2000

22 Building a World-Wide virtual machine based on web and HPCC   77%
technologies
Kivanc Dincer , Geoffrey C. Fox
Proceedings of the 1996 ACM/IEEE conference on Supercomputing
(CDROM) November 1996
    In today's high performance computing arena, there is a strong
    trend toward building virtual computers from heterogeneous
    resources on a network. In this paper we describe our experiences
    in building a world-wide virtual machine (WWVM) based on
    emerging Web and existing HPCC technologies. We have
    constructed a Web-based parallel/distributed programming
    environment on top of this machine demonstrating MPI and PVM
    message-passing programs and High Performance Fortran
    programs. Alternatively, ...

23 Statistical programs for the IBM 650—Part II   77%
John W. Hamblen
Communications of the ACM October 1959

Volume 2 Issue 10

24 Information systems curriculum recommendations for the 80s: 77%
undergraduate and graduate programs
Jay F. Nunamaker , J. Daniel Couger , Gordon B. Davis
Communications of the ACM November 1982
Volume 25 Issue 11
> The recommendations of the 1972 and 1973 ACM Curriculum
> Committee on Information Systems programs have been
> influential in the development of degree programs at the
> bachelor's, master's, and doctoral levels. The earlier curriculum
> has been revised and updated based on advances in the field over
> the past nine years. The report discusses the continuing need for
> education related to the definition, analysis, design, construction,
> and management of information systems in organizations. The stru
> ...

25 A case study of synthesis for industrial-scale analog IP: redesign 77%
of the equalizer/filter frontend for an ADSL CODEC
Rodney Phelps , Michael J. Krasnicki , Rob A. Rutenbar , L. Richard
Carley , James R. Hellums
Proceedings of the 37th conference on Design automation June 2000
> A persistent criticism of analog synthesis techniques is that they
> cannot cope with the complexity of realistic industrial designs,
> especially system-level designs. We show how recent advances in
> simulation-based synthesis can be augmented, via appropriate
> macromodeling, to attack complex analog blocks. To support this
> claim, we resynthesize from scratch, in several different styles, a
> complex equalizer/filter block from the frontend of a commercial
> ADSL CODEC, and verify by full si ...

26 The Diesel Combustion Collaboratory: combustion researchers   77%
collaborating over the Internet
Carmen M. Pancerella , Larry A. Rahn , Christine L. Yang
Proceedings of the 1999 ACM/IEEE conference on Supercomputing
(CDROM) January 1999

27 Using coordination for cooperative constraint solving   77%
Farhad Arbab , Eric Monfroy
Proceedings of the 1998 ACM symposium on Applied Computing
February 1998

28 VEX: a volume exploratorium: an integrated toolkit for   77%
interactive volume visualization

Larry Gelberg , David Kamins , Jeff Vroom
Proceedings of the 1989 Chapel Hill workshop on Volume visualization
May 1989

29 Parallel Computing Using Linux   77%
Manu Konchady
Linux Journal January 1998
  various classes of problems lend themselves to parallel computing
  solutions. This article discusses the concepts and shows how Linux
  can be used to address the problem

30 Multiple representations in GIS: materialization through map   77%
generalization, geometric, and spatial analysis operations
Clodoveu A. Davis , Alberto H. F. Laender
Proceedings of the seventh ACM international symposium on
Advances in geographic information systems November 1999

31 Describing free-form 3D surfaces for animation   77%
Eben Ostby
Proceedings of the 1986 workshop on Interactive 3D graphics January
1987
  A system for interactively describing and modifying free-form
  surfaces is presented. The system is based on the use of bicubic
  patches. Although it is not a full-fledged mechanical CAD system,
  it has been used to construct complex surface descriptions. It is
  also useful as a testbed for further experimentation.

32 Mars: runtime support for coordinated applications   77%
Neal Sample , Carl Bartlett , Matthew Haines
Proceedings of the 1999 ACM symposium on Applied computing
February 1999

33 PELLPACK: a problem-solving environment for PDE-based   77%
applications on multicomputer platforms
E. N. Houstis , J. R. Rice , S. Weerawarana , A. C. Catlin , P.
Papachiou , K.-Y. Wang , M. Gaitatzes
ACM Transactions on Mathematical Software (TOMS) March 1998
Volume 24 Issue 1
  The article presents the software architecture and implementation
  of the problem-solving environment (PSE) PELLPACK for modeling
  physical objects described by partial differential equations (PDEs).
  The scope of this PSE is broad, as PELLPACK incorporates many
  PDE solving systems, and some of these, in turn, include several
  specific PDE solving methods. Its coverage for 1D, 2D. and 3D

elliptic or parabolic problems is quite broad, and it handles some
hyperbolic problems, Since a PSE should p ...

34 Practical experience in the numerical dangers of heterogeneous   77%
computing
L. S. Blackford , A. Cleary , A. Petitet , R. C. Whaley , J. Demmel , I.
Dhillon , H. Ren , K. Stanley , J. Dongarra , S. Hammarling
ACM Transactions on Mathematical Software (TOMS) June 1997
Volume 23 Issue 2
Special challenges exist in writing reliable numerical library
software for heterogeneous computing environments. Although a
lot of software for distributed-memory parallel computers has been
written, porting this software to a network of workstations requires
careful consideration. The symptoms of heterogeneous computing
failures can range from erroneous results without warning to
deadlock. Some of the problems are straightforward to solve, but
for others the solutions are not so obvious, ...

35 Synthesis tools for mixed-signal ICs: progress on frontend and   77%
backend strategies
L. Richard Carley , Georges G. E. Gielen , Rob A. Rutenbar , Willy M.
C. Sansen
Proceedings of the 33rd annual conference on Design automation
conference June 1996

36 Software architecture styles as graph grammars   77%
Daniel Le Métayer
ACM SIGSOFT Software Engineering Notes , Proceedings of the 4th
ACM SIGSOFT symposium on Foundations of software engineering
October 1996
Volume 21 Issue 6
We present a formalism for the definition of software architectures
in terms of graphs. Nodes represent the individual agents and
edges define their interconnection. Individual agents can
communicate only along the links specified by the architecture.
The dynamic evolution of the overall architecture is defined
independently by a 'coordinator'. An architecture style is a class of
architectures characterised by a graph grammar. The rules of the
coordinator are statically checked to ensure that th ...

37 Simulating facial surgery using finite element models   77%
Rolf M. Koch , Markus H. Gross , Friedrich R. Carls , Daniel F. von
Büren , George Fankhauser , Yoav I. H. Parish
Proceedings of the 23rd annual conference on Computer graphics and

interactive techniques August 1996

38 Scalability issues in enhancement of the MAGTF tactical warfare   77%
   simulation system
Curtis L. Blais
Proceedings of the 27th conference on Winter simulation December
1995

39 A comparison of two methods for advancing time in parallel   77%
   discrete event simulation
Anthony P. Galluscio , John T. Douglass , Brian A. Malloy , A. Joe
Turner
Proceedings of the 27th conference on Winter simulation December
1995

40 A parallel distributed simulation of a large-scale PCS network: 77%
   keeping secrets
Brian A. Malloy , Albert T. Montroy
Proceedings of the 27th conference on Winter simulation December
1995

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Prev
Page   **1**   **2**   **3**   Next Page

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41 Extending high performance Fortran for the support of   77%
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Andreas Müller , Roland Rühl
Proceedings of the 9th international conference on Supercomputing
July 1995

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Henry Tom
StandardView September 1994
Volume 2 Issue 3

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simulation
John T. Douglass , Brian A. Malloy
Proceedings of the 26th conference on Winter simulation December
1994

44 The SEQUOIA 2000 storage benchmark   77%
Michael Stonebraker , Jim Frew , Kenn Gardels , Jeff Meredith
ACM SIGMOD Record , Proceedings of the 1993 ACM SIGMOD
international conference on Management of data June 1993
Volume 22 Issue 2

This paper presents a benchmark that concisely captures the data base requirements of a collection of Earth Scientists working in the SEQUOIA 2000 project on various aspects of global change research. This benchmark has the novel characteristic that it uses real data sets and real queries that are representative of Earth Science tasks. Because it appears that Earth Science problems are typical of the problems of engineering and scientific DBMS users, we claim that this benchmark represents ...

45 Reality Engine graphics   77%
Kurt Akeley
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46 Information systems security design methods: implications for   77%
information systems development
Richard Baskerville
ACM Computing Surveys (CSUR) December 1993
Volume 25 Issue 4
> The security of information systems is a serious issue because computer abuse is increasing. It is important, therefore, that systems analysts and designers develop expertise in methods for specifying information systems security. The characteristics found in three generations of general information system design methods provide a framework for comparing and understanding current security design methods. These methods include approaches that use checklists of controls, divide functional req ...

47 NPSNET: constructing a 3D virtual world   77%
Michael J. Zyda , David R. Pratt , James G. Monahan , Kalin P. Wilson
Proceedings of the 1992 symposium on Interactive 3D graphics June 1992

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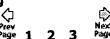environmental and ecological research
Ray Ford
Proceedings of the 1992 ACM annual conference on Communications April 1992

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Anders Kugler
   Proceedings of the 1998 EUROGRAPHICS/SIGGRAPH workshop on
   Graphics hardware August 1998

2 Volume rendering: VIZARD II: a reconfigurable interactive volume 77%
rendering system
   M. Meißner , U. Kanus , G. Wetekam , J. Hirche , A. Ehlert , W. Straßer
   , M. Doggett , P. Forthmann , R. Proksa
   Proceedings of the conference on Graphics hardware 2002 September
   2002
      This paper presents a reconfigurable, hardware accelerated, volume
      rendering system for high quality perspective ray casting. The
      volume rendering accelerator performs ray casting by calculating
      the path of the ray through the volume using a programmable
      Xilinx Virtex FPGA which provides fast design changes and low cost
      development. Volume datasets are stored on the card in low profile
      DIMMs with standard connectors allowing both, large datasets up to
      1 GByte with 32 bit per voxel, and easy upgr ...

3 Hatching and shading: Lumo: illumination for cel animation   77%
Scott F. Johnston
   Proceedings of the second international symposium on

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Non-photorealistic animation and rendering June 2002
A method is presented to approximate lighting on 2D drawings. The specific problem solved is the incorporation of 2D cel animation into live-action scenes, augmenting the existing method of drawn "rims and tones" with subtle environmental illumination. The image-based tools developed to solve the problem have both photorealistic and non-photorealistic applications.

4 VEX: a volume exploratorium: an integrated toolkit for interactive 77%
volume visualization
Larry Gelberg , David Kamins , Jeff Vroom
Proceedings of the 1989 Chapel Hill workshop on Volume visualization
May 1989

5 Texture mapping 3D models of real-world scenes   77%
Frederick M. Weinhaus , Venkat Devarajan
ACM Computing Surveys (CSUR) December 1997
Volume 29 Issue 4
Texture mapping has become a popular tool in the computer graphics industry in the last few years because it is an easy way to achieve a high degree of realism in computer-generated imagery with very little effort. Over the last decade, texture-mapping techniques have advanced to the point where it is possible to generate real-time perspective simulations of real-world areas by texture mapping every object surface with texture from photographic images of these real-world areas. The techniqu ...

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Stephen P. Barton , John F. Wagner
Communications of the ACM March 1964
Volume 7 Issue 3

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Walter Gautschi
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5   A cost-benefit decision model: analysis, comparison amd   80%
selection of data management

Stanley Y. W. Su , Jozo Dujmovic , D. S. Batory , S. B. Navathe , Richard Elnicki
ACM Transactions on Database Systems (TODS) September 1987
Volume 12 Issue 3

> This paper describes a general cost-benefit decision model that is applicable to the evaluation, comparison, and selection of alternative products with a multiplicity of features, such as complex computer systems. The application of this model is explained and illustrated using the selection of data management systems as an example. The model has the following features: (1) it is mathematically based on an extended continuous logic and a theory of complex criteria; (2) the decisi ...

6 Representation of contours and regions for efficient computer search   80%

R. D. Merrill
Communications of the ACM February 1973
Volume 16 Issue 2

> A novel computer-searchable representation for the three basic pictorial features, contour maps, region coverage, and line structures, is described. The representation, which has practical storage requirements, provides a rapid means of searching large files for data associated with geometric position as well as with attribute value. An application of this representation to handling terrain information illustrates its utility. The algebraic properties of the data structure make it computati ...

7 SmartFiles: an OO approach to data file interoperability   80%

Matthew Haines , Piyush Mehrotra , John Van Rosendale
ACM SIGPLAN Notices , Proceedings of the tenth annual conference on Object-oriented programming systems, languages, and applications October 1995
Volume 30 Issue 10

8 The i860TM 64-bit supercomputing microprocessor   77%

L. Kohn , N. Margulis
Proceedings of the 1989 ACM/IEEE conference on Supercomputing August 1989

> The Intel i860TM processor is a RISC-based microprocessor incorporating a RISC core with memory management, a floating point unit, and caches on a single chip. The 1,000,000 transistors allow a single chip implementation with highly optimized interunit communication and wide internal data buses. The parallelism and pipelining between the execution units, and the innovative cache management techniques are under explicit control of software.

Vectorizable applications can ...

9 Performance evaluation: Concepts of a data base simulation   77%
language
Peter Scheuermann
Proceedings of the 1977 international conference on Management of
data August 1977
Performance modelling of data base systems requires taking into
consideration the complex interactions between the different
physical design parameters and the system workload parameters.
In order to facilitate a data base designer in evaluating various
implementation strategies, a simulation language is presented
which has three distinct components (1) data definition (2) query
definition and (3) mapping to storage definition. A number of
features characterize this type of descriptive mechanism ...

10 Computer simulation of high-speed impact response of   77%
composites
Scott Langlie , Wing Cheng , Ilhan Dilber
Proceedings of the 1990 ACM/IEEE conference on Supercomputing
November 1990
This paper shares some of our experiences in the use of a
supercomputer to facilitate the analysis and design of high velocity
impact process in composite systems, and also in the benefits of
color animation of the results on a MacIntosh computer. The
calculations were carried out on a CRAY-2 using an impact model
developed for high velocity impact/penetration of fiber-reinforced
layered composites. The model is built on a continuum approach
and includes a basic orthotropic constitutive material ...

11 Virtual extension: Java distributed objects for numerical   77%
visualization in VisAD
William Hibbard , Curtis Rueden , Steve Emmerson , Tom Rink ,
David Glowacki , Tom Whittaker , Don Murray , David Fulker , John
Anderson
The scientific world is evolving to require more collaboration
among different institutions and disciplines. Understanding
long-term changes in the Earth environment, for example, requires
models that integrate disciplines such as meteorology,
oceanography, hydrology (rivers and groundwater), soil science
and geology. During the past 15 years, scientists have started
sharing data using FTP and software on the Internet, but
collaborative work and more routine data sharing require a new
kind of sc ...

12 Kizamu: a system for sculpting digital characters   77%
Ronald N. Perry , Sarah F. Frisken
Proceedings of the 28th annual conference on Computer graphics and
interactive techniques August 2001

This paper presents Kizamu, a computer-based
sculpting system for creating digital characters for the
entertainment industry. Kizamu incorporates a blend
of new algorithms, significant technical advances, and
novel user interaction paradigms into a system that is
both powerful and unique.

To meet the demands of high-end digital character
design, Kizamu addresses three requirements posed to us
by a major production studio. First, animators and artists
want *digital clay* — a ...

13 Scientific visualization of water quality in the Chesapeake Bay   77%
Robert Stein , Alan M. Shih , M. Pauline Baker , Carl F. Cerco , Mark
R. Noel
Proceedings of the conference on Visualization '00 October 2000

14 Remarks on algorithm 32: multint: certification of algorithm 32   77%
K. S. Kölbig
Communications of the ACM December 1968
Volume 11 Issue 12

15 Algorithm 343: eigenvalues and eigenvectors of a real general   77%
matrix
J. Grad , M. A. Brebner
Communications of the ACM December 1968
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satisfying the Poisson distribution
Richard H. Show
Communications of the ACM December 1968
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symmetric matrix when two symmetric elements are changed

Gerhard Zielke
Communications of the ACM February 1968
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G. Bayer
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R. J. Ord-Smith
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Egon Dorrer
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21 Algorithms: Algorithm 321:t-test probabilities   77%
John Morris
Communications of the ACM February 1968
Volume 11 Issue 2

22 Algorithms: Algorithm 320:Harmonic analysis for symmetrically   77%
distributed data
D. B. Hunter
Communications of the ACM February 1968
Volume 11 Issue 2

23 A spatial hierarchical compression method for 3D streaming   77%
animation
Toshiki Hijiri , Kazuhiro Nishitani , Tim Cornish , Toshiya Naka ,
Shigeo Asahara
Proceedings of the fifth symposium on Virtual reality modeling
language (Web3D-VRML) February 2000
When distributing 3D contents real-time over a network with a
narrow bandwidth such as a telephone line, methods for streaming
and data compression can be considered indispensable.In previous
work, we made possible the real-time streaming of 3D animation
data on a network with a narrow bandwidth such as a telephone
line by partitioning motion data for humanoid characters (data

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obtained by motion capture, for example full frame data at 30 frames/sec) into packets and then carrying ...

24 VEX: a volume exploratorium: an integrated toolkit for interactive volume visualization   77%

Larry Gelberg , David Kamins , Jeff Vroom
Proceedings of the 1989 Chapel Hill workshop on Volume visualization May 1989

25 Multiple representations in GIS: materialization through map   77%
generalization, geometric, and spatial analysis operations

Clodoveu A. Davis , Alberto H. F. Laender
Proceedings of the seventh ACM international symposium on Advances in geographic information systems November 1999

26 Describing free-form 3D surfaces for animation   77%

Eben Ostby
Proceedings of the 1986 workshop on Interactive 3D graphics January 1987

A system for interactively describing and modifying free-form surfaces is presented. The system is based on the use of bicubic patches. Although it is not a full-fledged mechanical CAD system, it has been used to construct complex surface descriptions. It is also useful as a testbed for further experimentation.

27 Supporting heterogeneous data import for data visualization   77%
R. Ford , R. Thompson , D. Thompson
Proceedings of the 1995 ACM symposium on Applied computing February 1995

28 Using semantic values to facilitate interoperability among   77%
heterogeneous information systems

Edward Sciore , Michael Siegel , Arnon Rosenthal
ACM Transactions on Database Systems (TODS) June 1994 Volume 19 Issue 2

Large organizations need to exchange information among many separately developed systems. In order for this exchange to be useful, the individual systems must agree on the meaning of their exchanged data. That is, the organization must ensure semantic interoperability. This paper provides a theory of semantic values as a unit of exchange that facilitates semantic interoperability betweeen heterogeneous information systems. We show how semantic values can ei ...

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29 Reality Engine graphics

Kurt Akeley

Proceedings of the 20th annual conference on Computer graphics and interactive techniques September 1993

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